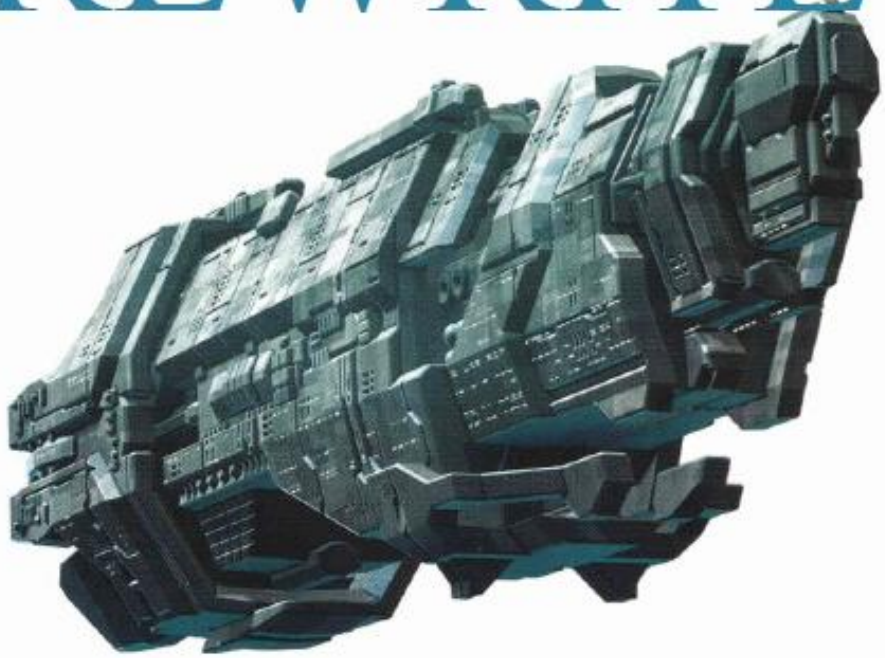
HALO

FLEET BATTLES

THE FALL OF REACH

CAMPAIGN GUIDE

REWRITE



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Foreword

I discovered Fleet Battles and Ground Command right around 6 months ago, as of writing this book. I didn't (and don't) have much experience with tabletop wargames beyond these two, but I enjoyed the community so I stuck fast. Due to my inexperience, it's likely that some (if not all) of the Scenarios in this book are a bit... imbalanced. It is *intended* that the UNSC has the slightest upper hand up until the Generator Defense Scenario, after which the Covenant reinforcements arrive. If the balance feels that it breaks significantly from this intent, please don't hesitate to share your experiences so I can make changes as necessary.

Also please bear with me in regards to Scenario Maps; I don’t have a good way to make them look good, so they’re kind of bashed together. Sorry about that.

Intent of the Rewrite

This is a heavily edited and modified version of the Fleet Battle campaign guide, "The Fall of Reach." The intent is to provide a scenario and story encompassing both Fleet Battles and Ground Command, detailing the potential of either how Reach fell or how it repelled its invaders. Although efforts have been made to preserve canon, we took some liberties in an effort to make a more compelling guide and story. This guide should have plenty of leeway to offer the players plenty of choices for potential "What if's" while still telling the story of Reach in its own right. The story itself is primarily (loosely) based on the events of the Halo: Reach game, since it seemed as good a starting point as any.

This guide assumes that you are using the current Community Guidelines for rules in both the Fleet Battle Scenarios and the Ground Command Scenarios.

You might notice the benefits for winning a scenario flip-flop back and forth. The goal was to give a sense of significance to winning or losing the previous scenario without compound wins providing a "Win More" effect. Therefore, if a player wins one and their benefit allows them to win the next, the scenario after will once again provide a fairly neutral playing ground to allow the opposing player a chance of a comeback.

Occasionally, a Scenario may include an Optional Rule near the bottom of its description. These are recommended rules to further mix up and change those scenarios to feel a bit more unique. They may, of course, be ignored if players don't want to deal with the slight extra complexity they bring.

The Fall of the Fortress World

The year is 2552, and humanity is locked in a losing war against a merciless alien collective known as the Covenant. Motivated by religious fanaticism, the Covenant made its intentions brutally clear at first contact: they want to eradicate humanity. The Human-Covenant war has now raged for decades, and only a handful of Earth's once-flourishing colonies remain intact.

UNSC victories are few and far between, though the brave men and women of the United Nations Space Command make valiant last stands against overwhelming odds on dozens of worlds. On the ground, UNSC forces were often a match for their foe, but in space the superior technology and numbers of the Covenant inevitably turned the tide of battle. Colony after colony went dark as billions died under merciless Covenant orbital bombardment.

After a series of catastrophic defeats, the UNSC imposed extreme measures to protect humanity. Known as the Cole Protocol, this orders ships being followed by enemy forces to jump blindly through slipspace, or even destroy themselves, rather than take the smallest chance of leading the Covenant to surviving colonies. This slowed, but did not stop, the Covenant advance.

Now, the UNSC is on the back foot and exhausted, its naval forces shattered and armies depleted; but despite the grim odds, humanity has no choice but to keep fighting. And hope is not yet lost: the Spartan program had yielded soldiers of unbelievable skill and mastery, and as long as the hidden naval depot of Reach stands the UNSC can continue to defy the onslaught of the Covenant. Meanwhile, the UNSC works to unlock the mysterious artifacts discovered beneath the surface of Reach itself, hoping to use them in a last-ditch gamble to force the Covenant into a truce.

Unfortunately, the Covenant also sought these artifacts. Searching for artifacts and relics was a holy task, and the hope of finding lost keys to transcendence burned in many like a fire. One such seeker is the mighty Supreme Commander Rho 'Barutamee. Following a trail of echoed whispers transmitted by Reach's artifacts, Rho's Fleet of Valiant Prudence and his supercarrier flagship Long Night of Solace arrive in the Beta Eridani system. Despite the status of Rho's fleet, he wasn't expecting a human colony in this system. Can he maintain pressure on the humans before assistance arrives?

The Covenant Fleets

The Luminary Fleet

In the original campaign guide, this fleet was led by Rho 'Barutamee. Entrusted by the Prophets with a Luminary - a Forerunner artifact capable of leading the way to other Forerunner ruins - he sought out their ancient technology with holy purpose and did not expect humanity to be present on Reach. Thus, he led only a small expeditionary force. In this campaign guide, you may choose any of the available fleet commanders to lead this fleet as well as the specific contents of it.

The Covenant player has a Fleet Pool composed (at first) of only the Luminary Fleet, which itself consists of 1000 points of Elements, the CAS-Class Covenant Assault Carrier, your choice of Fleet Commander, and your choice of Heroes. Neither the CAS nor the Fleet Commander count against the 1000 point total of the rest of the fleet, but Heroes must still be purchased with the points as normal.

This fleet pool is the list of Elements you will choose from when assembling your forces in the Fleet Scenarios involving the Luminary Fleet.

The Assault Fleet

Soon after the destruction of the Long Night of Solace, a secondary fleet led by Thel 'Vadamee assaulted the planet Reach. This fleet glassed the surface and finished what Rho had started. You will create this fleet, choose its commander, and choose its heroes as well.

After the Generator Defense scenario, the Covenant player gains the Assault Fleet Pool. This pool consists of a free Fleet Commander, 1750 points of Elements, and any Heroes the Covenant player would like to purchase with aforementioned points. The Fleet Commander and Heroes CANNOT be ones that you have purchased or chosen for the Luminary fleet.

This fleet pool is the list of Elements you will choose from when assembling your forces in the Fleet Scenarios involving the Assault Fleet. In the event that the Covenant player uses Elements from both pools in one scenario, each Element may only benefit from the Heroes and Commander of the fleet that it originates from. Therefore, it is recommended to keep track of that.

The UNSC Fleet

The Defense Fleet

Reach was a fortress world, but this late into the Human-Covenant war, the UNSC fleet had been picked apart and skeletonized. The planetary defense fleet was a shadow of its pre-war self. Even so, it was a match for the Luminary fleet that first invaded the system.

The UNSC player has a Fleet Pool consisting only of the UNSC Defense Fleet, consisting of a Fleet Commander, 1500 points of Elements, and Heroes that may be purchased from aforementioned points. The cost of the Fleet Commander does not count against your point total, but Heroes must be purchased as normal. Due to the limited resources available to the UNSC (and the fact that some available Fleet Command ships weren't designed until post-war), some Elements are unavailable for use in the Defense Fleet: the Autumn-Class Element and its variations as well as the Punic-Class Supercarrier.

This Fleet Pool is the list of Elements you must choose from when assembling your forces for the Fleet Scenarios involving the UNSC Defense Fleet.

Assembling Scenario Forces

Assembling a Scenario Fleet

Players assemble their fleets in scenarios from the Elements, Heroes, and Commanders they purchased for their Fleet Pool. Rules regarding their assembly are the same as outlined in a typical game, with the following exceptions:

- Fleet Commanders (and Force Commanders in Ground Scenarios) do NOT count against your point totals.
- Fleet Battle Groups may be assembled without a Capital Element ONLY IF there are no surviving Capital Elements left to pull from your Fleet Pool.
- Should a Fleet Commander become unavailable, the player may replace their Commander with a Generic Fleet Commander of their choice.

Ground Forces

Due to the size and scale of each ship in a fleet - as well as their individual capacity to hold many, many crew - it is assumed that each fleet will have as many troops, armor, and weaponry as they need to continue their fight against the enemy. Thus, there is no reason for a pool of units for the Ground Command scenarios of this book. Additionally, when playing a Scenario with pre-selected Units, the player may still choose which Weapon Upgrades the Unit may have.

After a Scenario

After a Fleet Battle

Surviving Elements are placed back into the Fleet Pool which they were chosen and pulled from. All Vulnerable Tokens are removed from every Element and each player rolls a Halo dice for each Damage Token present on a surviving Element. On a Success(1) or an Exploding Success(2), the Damage Token is removed. Otherwise, the Damage Tokens are unaffected.

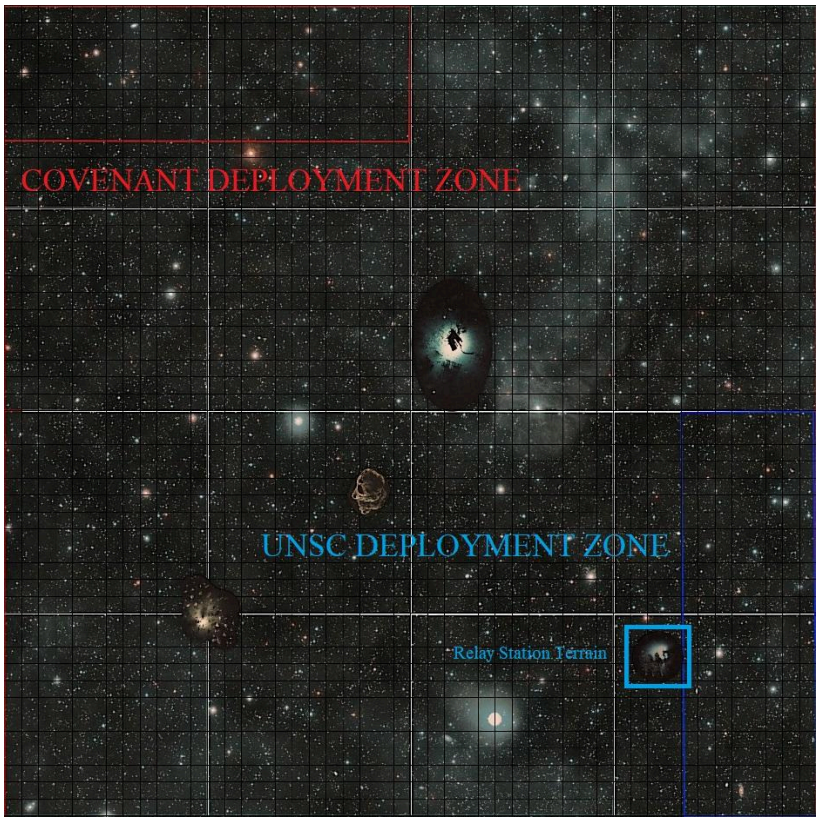
Destroyed Fleet Elements

After a battle, engineers and other workers among the fleet hop to work, repairing and salvaging what they can for damaged craft. At the end of each Fleet scenario, you will make a roll that determines whether an Element is able to be fully or moderately repaired or whether it is permanently destroyed.

For each destroyed Element, once the Fleet scenario is over, roll a Halo dice and compare the results to the **Ship Salvage Table**. If you won the scenario, instead roll two Halo dice and take the better of the two options. If a Hero was assigned to a destroyed ship, it returns with the ship if the roll is favorable but is destroyed and no longer available should the ship be permanently lost.

Ship Salvage Table

Dice Result	Ship Result
Exploding Success (2)	Element returns to the Fleet Pool with no Damage Tokens.
Success (1) OR Miss (Cross-Out)	Element returns to the Fleet pool with 1 Damage Token for every time it has had to roll on this table. If it would return with 3 Damage Tokens, it is instead permanently lost.
Fail (Skull)	Element is permanently lost.



Scenario 1: First Contact

Supreme Commander Rho 'Barutamee was silent, awestruck at the trove of Forerunner relics his Luminary revealed in the Beta Eridani system. Properly plied and fed with power in the philatory, the few artifacts he had recovered had spoken to the ship's Luminary, revealing a path to... something. Before more could be revealed to him, alarms blared, warning him and his crew of the human relay station just coming into range. He hadn't expected humans in this system, but that is of no matter. He must destroy the station and its protectors, else they warn the humans of his arrival.

An explorer and collector, Supreme Commander Rho cared little about Humanity nor knew the full significance of the star system to which he prepared to travel. Nevertheless, he was compelled to eliminate the relay station and its patrol, lest they warn others of their presence.

The Battlefield: 4' x 4'
Covenant Deployment: 24" x 8" as per the Scenario Map.
UNSC Deployment: 24" x 8" as per the Scenario Map.

Terrain
Terrain shown on Scenario Map is a suggested example. Actual terrain should be agreed upon by players or placed according to the random terrain rules found in the Fleet Command rules book.

Deployment
Both players roll their 5 Order Dice. The player with the higher number of Command Icons can choose to deploy first or second. Elements Deployed must be placed inside the designated Deployment Zones. In the event of a draw, re-roll until a winner is determined. Players will alternate deployment, and any Wings created by a Battle Group are deployed within 8" of any Element from its parent Battle Group.

Maximum Turn Limit
The Maximum Turn Limit of this Scenario is 4 Turns.

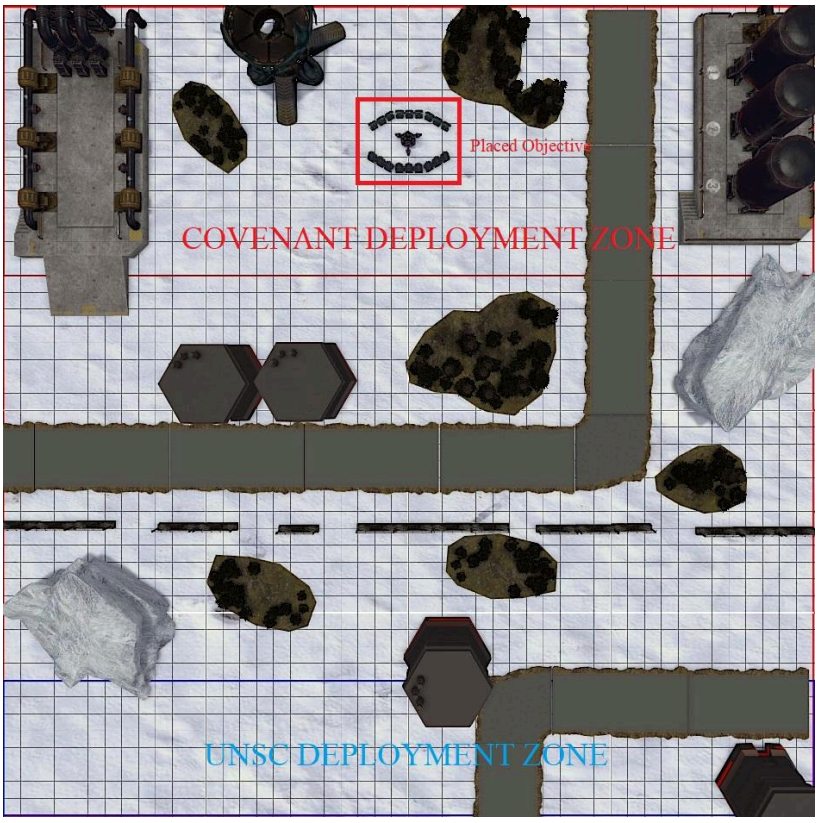
Victory Conditions
- A player gains VPs immediately for each BR point allocated to a destroyed enemy.
- The Covenant will score 1 VP at the end of each turn for each Large or Massive Capital Element within 4" of the UNSC Relay Station terrain, measured from the center of the terrain to the center of the Element.
- The UNSC will score 1 VP at the end of each turn if there is no Covenant Large or Massive Capital Element within 4" of the UNSC Relay Station terrain.

Victory Point Target
There is no Victory Points Target in this Scenario. The player with the most Victory Points at the end of the game is the winner. If one side is totally destroyed before the turn limit is up, then the surviving side is the winner regardless of VP total.

The Forces
Covenant Fleet MFV: 400 points
- Luminary Fleet

UNSC Fleet MFV: 350 points
- USNC Defense Fleet

Consequences
If the UNSC wins this scenario, they are able to provide a modest warning to the landing site of the Covenant fleet. The UNSC gains +100 Points to purchase Units with when assembling their forces in the Landing Party Ground Scenario.



Scenario 2: Landing Party

Rho knew his only chance of achieving a proper foothold on the human planet was to be as quiet as possible; a direct assault would be suicide. Cutting the local broadcasts to set up a base of operations would be his first goal. Then, once the humans were dealt with, the artifact reclamation could proceed.

Rho quickly deployed and activated a local jammer relay, knowing any word to the greater UNSC of his fleet's existence would be massively detrimental to his work of artifact retrieval. Even so, the local forces caught wind of his presence and assembled an assault to wipe out the jammer and warn the planet.

The Battlefield: 4' x 4'
Covenant Deployment: 48” x 16”
UNSC Deployment: 48" x 8"

Terrain
Terrain shown on Scenario Map is a suggested example. Actual terrain should be agreed upon by players or placed according to the random terrain rules found in the Ground Command rules book.

Deployment
Both players roll their 5 Order Dice. The player with the higher number of Command Icons can choose to deploy first or second. Elements Deployed must be placed inside the designated Deployment Zones. In the event of a draw, re-roll until a winner is determined. Players will alternate deployment.

Maximum Turn Limit
The Maximum Turn Limit of this Scenario is 6 Turns with the player scoring highest being the winner.

Objectives
The Covenant player places a Placed Objective (represented by a Building or Bunker) 8" onto the table measured from the center of the Board Edge.

Victory Conditions
- Should the UNSC end TWO consecutive Game Turns with an Infantry Unit occupying the Placed Objective, they are assumed to win the scenario, destroying the jammer within and extracting the information they needed.
- During each End Phase, should the Covenant still occupy the Placed Objective with an Infantry Unit, they will gain an additional 1 VP.
- A player gains VPs immediately for each BR point allocated to a destroyed enemy.

Victory Point Target
There is no Victory Points Target in this Scenario. The player with the most Victory Points at the end of the game is the winner, unless the UNSC is assumed to win as described above.

The Forces
Covenant Ground Forces MFV: 400 points

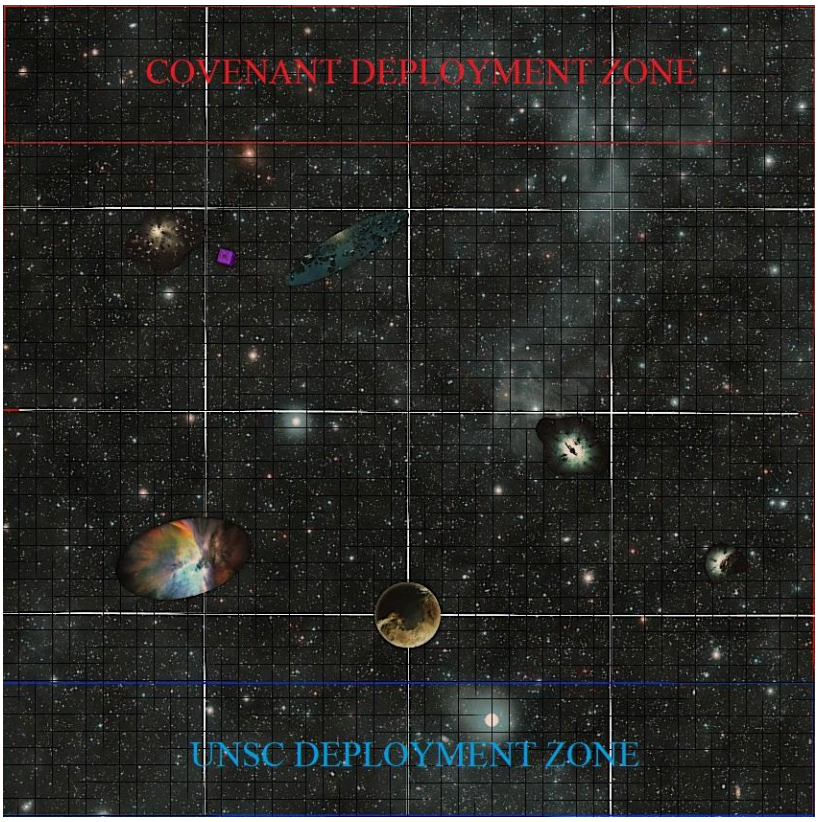
UNSC Ground Forces MFV: 400 points (500 if the UNSC won the previous Scenario)

Non-Infantry units are unavailable in this Scenario.

Consequences
If the Covenant win this scenario, they prevent additional naval reinforcements from arriving. The UNSC in the Winter Contingency Fleet Scenario will have 50 fewer points to choose from their Fleet Pool.

OPTIONAL RULE - Inclement Weather
A chaotic storm is swallowing the facility that the Covenant have overtaken. At the beginning of the Pre-Turn phase, roll a Halo Dice and consult the table below.

Dice Result	**Weather Effect**
Exploding Success (2) or Success (1)	The storm calms. There is no weather effect this turn.
Miss (Cross-Out)	The wind and snow blast the area, making any aiming difficult. All attacks are made with a default Firepower of 3 instead of 4.
Fail (Skull)	The storm worsens. All attacks are made with a default Firepower of 3 and every Elements' line of sight is assumed to end 12" away from the center of their formation base.



Scenario 3 - Winter Contingency

"The Covenant are on Reach. Acknowledge?" The signal was patchy, but even so the words came through clear as day. Holland's throat tightened and he spoke desperately, hoping he had heard wrong, "Come again, Noble One, did you say 'Covenant?'"
"Affirmative. It's the Winter Contingency."
"May God help us all."

Covenant forces must be halted or slowed by any means necessary. As per the Winter Contingency protocol they are being assaulted on all fronts, but the troops below are going to need orbital support if they want to get anything done. Wipe out the local Covenant forces, get the fleet into position, and rain hell on the Covenant below.

The Battlefield: 4' x 4'
Covenant Deployment: 48” x 8”
UNSC Deployment: 48" x 8"

Terrain
Terrain shown on Scenario Map is a suggested example. Actual terrain should be agreed upon by players or placed according to the random terrain rules found in the Fleet Battles rules book.

Deployment
Both players roll their 5 Order Dice. The player with the higher number of Command Icons can choose to deploy first or second. Elements Deployed must be placed inside the designated Deployment Zones. In the event of a draw, re-roll until a winner is determined. Players will alternate deployment.

Additionally, each player must nominate a Capital Element to act as their Flagship for the battle. The Flagship MUST have the highest individual Build Rating in the fleet (although the player may choose if there are multiple options.)

Maximum Turn Limit
The Maximum Turn Limit of this Scenario is 6 Turns with the player scoring highest being the winner.

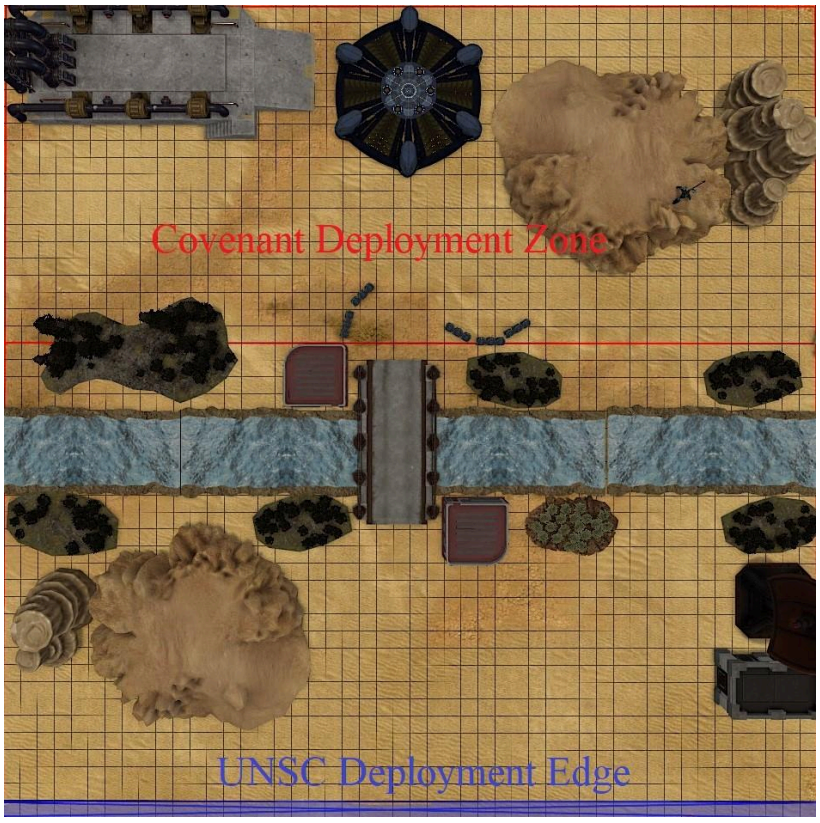
Victory Conditions
- A player gains VPs immediately for each BR point allocated to a destroyed enemy.
- A player gains 1 VP for each complete Battle Group destroyed.
- A player gains 2 VP in addition to the BR of a destroyed flagship.

Victory Point Target
To win, a player must score 15 Victory Points.

The Forces
Covenant Fleet MFV: 700
- Luminary Fleet

UNSC Fleet MFV: 700 (650 if the Covenant won the previous Scenario)
- Defense Fleet

Consequences
If the UNSC wins, they still have a significant orbital naval presence. The UNSC player will have a single use of the Orbital Mac power as detailed in the Storming Szurdok Ridge Ground Scenario.



Scenario 4: Storming Szurdok Ridge

Rho was fairly disgruntled with the humans' discovery of his troops in the north of the planet. A particularly sloppy team of Zealots and their command had drawn the ire of a Spartan team, which the Supreme Commander wasn't particularly happy about. Even so, the humans were falling beneath the might of his fleet and forces. He was confident it wouldn't be long before his men relinquished the holy artifacts from the humans' possession.

Orbital recon reports have detailed Covenant shield spires arrayed throughout Szurdok Ridge and the surrounding mountainside. ONI believes them to be cloaking spires hiding vast armies. Holland intends to hit them hard and fast with as many men as he can muster to bring them down so the UNSC can get some proper intel on what they're dealing with.

The Battlefield: 4’ x 4’
Covenant Deployment: 48” x 20”
UNSC Deployment: Board Edge opposite of Covenant Deployment.

Terrain
Terrain shown on Scenario Map is a suggested example. Actual terrain should be agreed upon by players or placed according to the random terrain rules found in the Ground Command rules book.

Deployment
The Covenant player must deploy their forces in the Deployment Zones as shown. A minimum of 25%, and a maximum of 50% of the defender's Maximum Force Value in Build Rating Points MUST be held back as Ground Reserves in this Scenario. The UNSC player's forces do not enter the board until they are Activated. When measuring a Unit's first movement, measure from the Board Edge.

Ground Reserve Units MUST be announced as being available at the Start of any Game Turn after the first Turn and begin moving onto the battlefield using the Defender's Long Board Edge as a starting point Alternatively, the Reserves may be deployed using the Combat Drop Mission as normal.

Maximum Turn Limit
The Maximum Turn Limit of this Scenario is 6 Turns with the player scoring highest being the winner.

Victory Conditions
- The UNSC gains VPs immediately for each BR point allocated to a destroyed enemy Unit. The Covenant player ignores the first 10 VPs they earn from the Build Rating of destroyed Units, only taking note of their VPs after the first 10 have been generated in this way.
- A player gains 4 VPs for each Battle Group completely destroyed.
- Should the Covenant be completely wiped out, with no table presence (even if they have forces held in Reserve) the game is automatically considered to be a win for the UNSC.

Victory Point Target
There is no Victory Points Target in this Scenario. The player with the most Victory Points at the end of the game is the winner, unless the UNSC is assumed to win as described above.

The Forces
Covenant Ground Forces MFV: 700

UNSC Ground Forces MFV: 800

- A minimum of 50% of the MFV must be spent on non-Infantry Units.

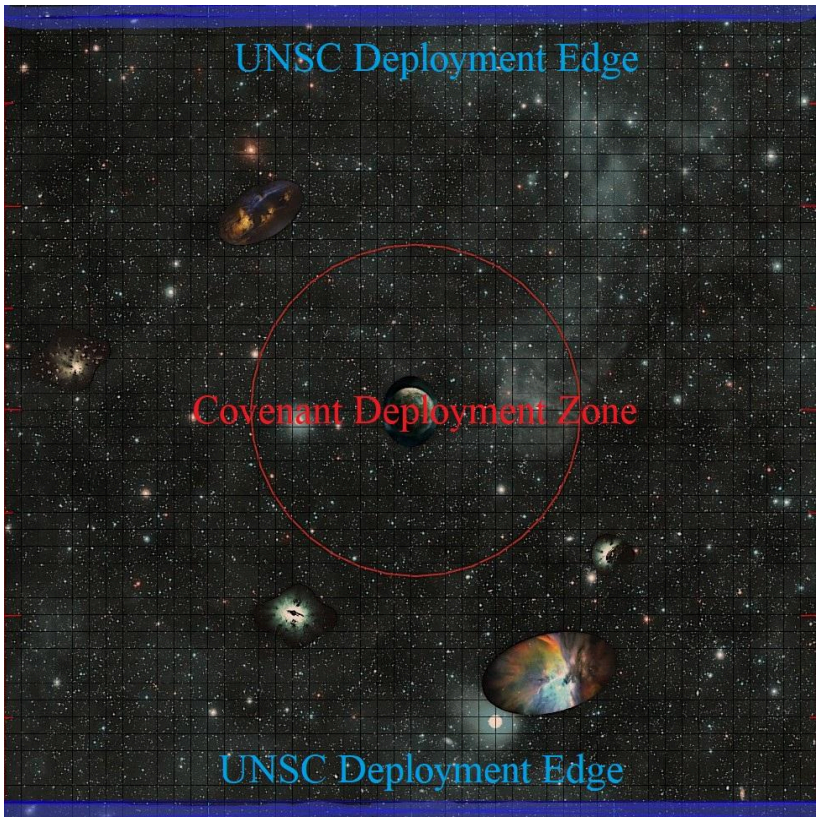
Orbital Mac Order
This ability is available as if it were an Order of your Force Commander with no dice cost. This Order may only be executed during the Execute Orders stage of the Pre-Turn Phase.

Choose a point within line of sight of one of your Elements. Every Element within 4" of that point has an attack made against it with the following stats:

- AP: 15
- AT: 15
- AA: 10

This attack is made at Firepower 5 and is considered as having the Blast weapon Loadout.

Consequences
If the Covenant win, the UNSC was unable to get forces in place to take out the cloaking tower. All Covenant Elements gain the Cloaking sub-system if they do not have it by default in the Long Night of Solace Fleet Scenario.



Scenario 5: Long Night of Solace

The reveal of the supercarrier was a surprise, to say the least, and not a welcome one. Holland knew a ship that size could hold damn near a full fleet in its belly; taking it out of the equation would be the top priority. The problem being, of course, destroying a city-sized supercarrier with barely a handful of ships.

Plans are in place to deliver a payload into the supercarrier. The payload is going to need an escort, however, or at the least a distraction. Buy some time with the Covenant fleet and disable the Long Night enough to give the payload team a path onto the ship so they can destroy it and end Reach's assault.

The Battlefield: 4’ x 4’
Covenant Deployment: 10” Radius from the Center of Board, as shown above.
UNSC Deployment: Board Edges flanking Covenant Deployment, as shown above.

Terrain
Terrain shown on Scenario Map is a suggested example. Actual terrain should be agreed upon by players or placed according to the random terrain rules found in the Ground Command rules book.

Deployment
1. The Covenant Player deploys all Battle Groups and Wings.
2. The UNSC separates their Battle Groups into a Main Force and a Flanking Force, then decides which edge each force will enter from. An edge may only have one force assigned to it. The Flanking Force may not have more total BR amongst its assigned Elements than the Main Force.
3. The Order Dice Phase of the first Turn begins with the UNSC automatically taking the first Initiative.
4. During the Wings phase of the first Turn when it is the UNSC's Activation, they will move their Wings onto the board from any point along their Entry edge, using the Board Edge as the start point for measuring movement.
5. During the Battle Group Phase when the UNSC activates a Battle Group, they will first deploy their chosen Battle Group onto the battlefield with the Formation Bases touching their Board Edge and within Coherency of each other. They will then activate the Battle Group normally from that point.

Additionally, the UNSC player must nominate a single Capital Element to act as their Flagship for the coming battle. The Flagship MUST have the highest individual Build Rating in the fleet (although the player may choose if there are multiple options available) and MUST be part of the Main Force.

Maximum Turn Limit
The Maximum Turn Limit of this Scenario is 6 Turns with the player scoring highest being the winner.

Victory Conditions
- A player gains VPs immediately for each BR point allocated to a destroyed enemy.
- A player gains 3 VPs for the destruction of an enemy Flagship in addition to the points from their BR.
- The UNSC gains 1 VP for each Damage Token applied to any of the CAS-Class Covenant Assault Carrier's 3 Element bases.

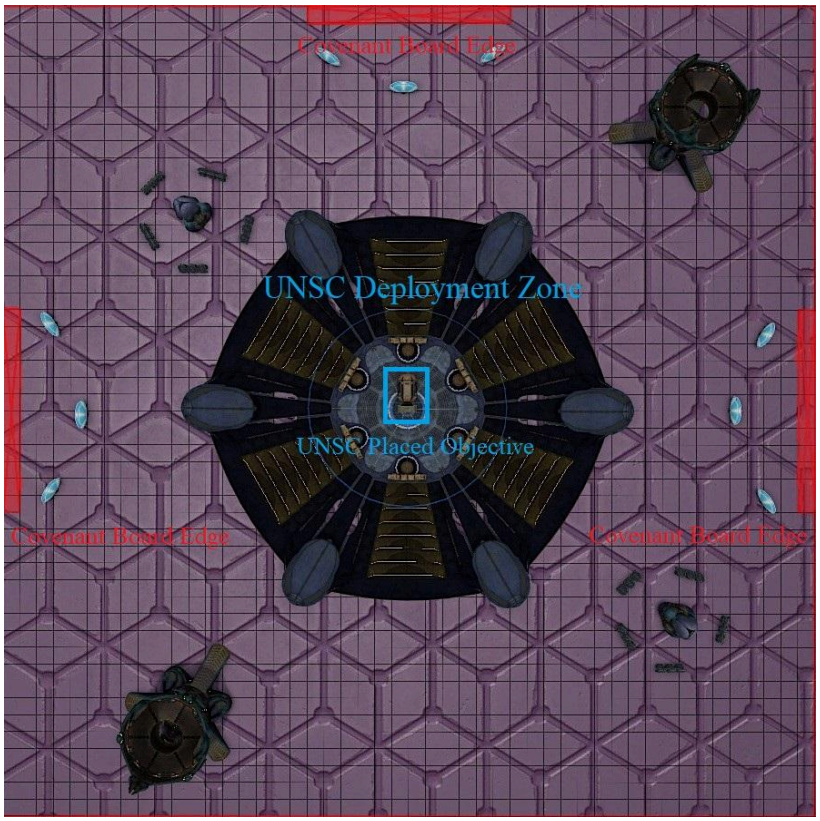
Victory Point Target
To win, a player must score 20 Victory Points. If each Element of the Cas-Class Covenant Assault Carrier is destroyed, the UNSC is automatically assumed to win.

The Forces
Covenant Fleet MFV: All remaining Elements in Fleet Pool.
- Luminary Fleet

UNSC Fleet MFV: All remaining Elements in Fleet Pool.
- Defense Fleet

Consequences
If the UNSC wins this scenario, they've made enough time to secure a better team to guard the planted bomb before detonation. In the Board Action Ground Scenario, the UNSC player may choose to replace their Rifleman Unit with either an ODST Helljumper Unit or an ODST Air Assault Unit.

Addtl. Notes: The Long Night of Solace is far, far larger than even the Massive CAS-Class Element. Rather than directly taking the place of the Long Night, it is meant as a stand-in. Getting 3 Damage Tokens on each of its Elements might only represent disabling the Long Night rather than destroying it outright. Thus, it ends (and wins) the Scenario, but the ship might yet survive if the UNSC does not win the Boarding Action Scenario as well.



Scenario 6: Boarding Action

Payload delivered. Awaiting activation." Dot's friendly tone did little to soothe Holland's nerves, but the news of a successful delivery certainly helped. There was still the issue of detonation, but the hardest part was over. Now, all he could do was wait and hope that, in an hour or two, the supercarrier wouldn't be hanging over Reach any longer.

UNSC Spartan-IIIs have boarded the Long Night of Solace. The bomb has been planted. If this flagship doesn't fall, Reach will. Defend the bomb site by any means necessary.

The Battlefield: 4’ x 4’
Covenant Deployment: Red highlighted Board Edges.
UNSC Deployment: 6” radius around the Objective, as shown above.

Terrain
Terrain shown on Scenario Map is a suggested example. Actual terrain should be agreed upon by players or placed according to the random terrain rules found in the Ground Command rules book. See OPTIONAL RULE below for additional Terrain.

Deployment
The UNSC player must deploy their forces in the Deployment Zones as shown.

The Covenant Player follows the following Deployment rules:

- On the first Turn, they may Activate and deploy up to 150 points worth of Units onto the battlefield from their Board Edge, treating their movement as starting from the Board Edge.
- On the second Turn, they may Activate and deploy up to another 200 points worth of Units onto the battlefield from their Board Edge, treating their movement as starting from the Board Edge.
- On the third Turn, they may Activate and deploy up to another 300 points worth of Units onto the battlefield from their Board Edge, treating their movement as starting from the Board edge.
- These Units do not need to be in a Battle Group and do not need to be chosen before the Scenario begins; the player may simply choose to deploy what they wish.

Maximum Turn Limit
The Maximum Turn Limit of this Scenario is 4 Turns with the player scoring highest being the winner.

Objectives
The UNSC player has a Placed Objective at the center of the board.

Victory Conditions
There is no VP limit for this Scenario. It is played until the end of Turn 4.

Victory Point Target
The UNSC player wins this scenario if there is at least one UNSC Element within 6" of the Placed Objective at the end of Turn 4. The Covenant player is assumed to win if all UNSC Units are destroyed before the end of Turn 4.

The Forces
Covenant Ground MFV: SPECIAL, SEE DEPLOYMENT

UNSC Ground Forces:
- Two Spartan-III Units
- One UNSC Riflemen Unit
    - If the UNSC won the previous Scenario, they start with one ODST Helljumper Unit OR one ODST Air Assault Unit instead of the Riflemen.

Air Reserve and Air Units are unavailable in this Scenario.

Consequences
If the Covenant win, they successfully prevent the bomb's activation and keep their CAS-Class Covenant Assault Carrier (up to two damage tokens are removed from each of its Element Bases if they have taken damage) and their Luminary Fleet Commander. Otherwise, both the CAS-Class and the Luminary Fleet Commander are destroyed and permanently removed from the Covenant fleet pool.

OPTIONAL RULE - Well-Stocked Hangar
Each player rolls a Halo Dice for each Sector of the map. If a Success or Exploding Success is rolled, the player that rolled it may choose to place a Supply Point at a location of their choice in that Sector.

Scenario 7: Generator Defense

Thel 'Vadamee's flagship exited its jump into the Beta Eridani system. His fleet's sensors just picked up the wreckage of Rho's flagship in the distance, a remarkable example of the bungling job Rho had done at what should have been a simple glassing. Annoyed at the incompetence of the Supreme Commander, Thel barked orders and directed ships towards each of the major cities visible on the planet, intending to mop up the last of the human fleet; he was certain they wouldn't survive the week.

Despite its brilliance, Operation Uppercut was ultimately a failure. Moments after its culmination, a Covenant Assault Fleet entered the system and made a bee-line for the human colony. In an instant, the UNSC was losing the fight. Even so, it wasn't over yet and lives could still be saved; Colonel Holland knew he must keep these Super MAC generators up to provide cover for evac operations as civilians and ONI personnel were escorted from the falling colony.

The Battlefield: 4’ x 4’
Covenant Deployment Zones: 1: 48” x 8”; **2:** From edge of Deployment 1, 48” x 16”
UNSC Deployment: 48” x 16”

Terrain
Terrain shown on Scenario Map is a suggested example. Actual terrain should be agreed upon by players or placed according to the random terrain rules found in the Ground Command rules book.

Deployment
The Covenant may elect to divide their Forces into two parts: Main Force and Scouting Party. The process for Deployment is as follows:

- The Covenant must deploy their Main Force in Deployment 1 as shown.
- The UNSC then deploys their full force.
- After this, the Covenant may deploy their Scouting Party in Deployment 2.
    - A limit of up to 50% of the Covenant Force may be in the Scouting Party.
    - No Unit in the Scouting Party may exceed a Build Rating of 2.

Maximum Turn Limit
The Maximum Turn Limit of this Scenario is 6 Turns with the player scoring highest being the winner.

Objectives
The UNSC player places two Generator Objectives (represented by Buildings or Bunkers), each on the opposite side of their Deployment Zone. These objectives must be at least 8" from any board edge and must be at least 24" apart. These are the generators. They may not be garrisoned by Elements, are considered to be Armored, have a Soak value of 3, and have a Damage Track of 9-9-9.

Victory Conditions

- Should the Covenant destroy an objective, they will gain 3 VPs.
- During each End Phase, the UNSC gains 1 VP for each surviving Generator Objective.
- A player gains VPs immediately for each BR point allocated to a destroyed enemy.
- A player gains 1 VP for each enemy Battle Group that is completely destroyed.

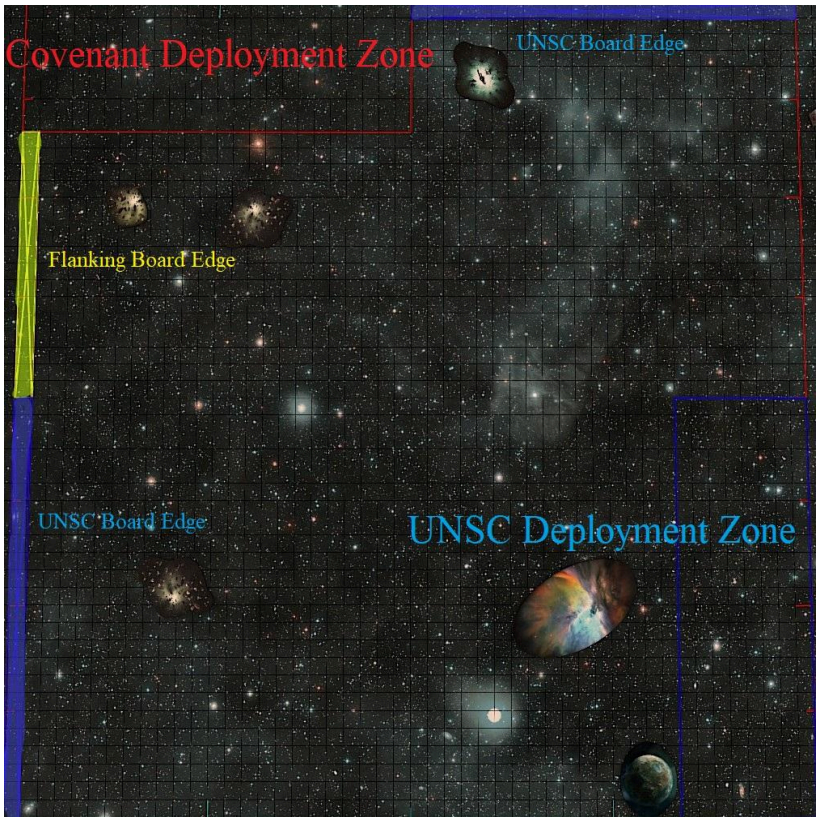
Victory Point Target
The Covenant are assumed to win if they destroy both Generator Objectives. Otherwise, the player with the most Victory Points at the end of the game is the winner.

The Forces
Covenant Ground Forces MFV: 750

UNSC Ground Forces MFV: 750

The UNSC may not utilize Air Reserves in this Scenario.

Consequences
If the UNSC wins, Reach's Orbital SMAC platforms stay online for civilian evac. The UNSC player gains two free Orbital Mac Elements to use in the Evacuation Fleet Scenario.



Scenario 8: Evacuation

Dot's sensors flared with activity as the dust of the Solace's explosion wisped away into the void. Dozens, hundreds of incoming ships.Before long, thousands of craft were landing across the planet. With all major cities under heavy assault, Holland scrambled as many evac craft as he could to get the civilians to safety.

The UNSC has packed as many ships as it can with ONI personnel, civilians, and anyone else important to the future war effort. The Covenant cannot allow these individuals to escape; all those who would desecrate the holy artifacts on Reach should be condemned for their actions.

The Battlefield: 4' x 4'
Covenant Deployment: 24" x 8" as shown above
UNSC Deployment: 24" x 8" as shown above

Terrain
Terrain shown on Scenario Map is a suggested example. Actual terrain should be agreed upon by players or placed according to the random terrain rules found in the Ground Command rules book.

Deployment
The Covenant player separates their Fleet into a Main Fleet and 1-2 Flanking Battle Groups. They must designate at least one Battle Group as Flanking. The combined BRs of the Elements from the Flanking Battle Groups may not be larger than the combined BR of the Main Fleet.

The Covenant player designates a Flagship, which must be their single Element with the highest BR. The Flagship's Battle Group must be part of the Main Fleet.

The UNSC player secretly designates ANY 3 Elements in their Fleet as "Evac Ships." They still act as if they were normal Elements. It is recommended to write down or otherwise discreetly mark which are "Evac Ships."

1. The Covenant player deploys ALL Main Fleet Battle Groups and associated Wings belonging to them.
2. The UNSC player deploys ALL Elements and Wings.
3. Each Flanking Fleet and the edge they will enter from must be designated in secret before the game starts. Flanking Battle Groups enter the battlefield during the Reserves Step of the Order Dice Phase on a Halo Dice result of Success(1) or Exploding Success(2). When deployed, they are placed with their Formation base touching the Board Edge, including any Wings they may have.
4. If any Flanking Battle Groups have not entered the Battlefield by Turn 5, they do so automatically.

Maximum Turn Limit
This Scenario lasts until all of the UNSC Evac Ships are either destroyed or off-board.

Victory Conditions
- The UNSC player gains 3 VP when destroying the Covenant Flagship, in addition to its BR.
- The UNSC player gains 5 VP for each Evac Ship that moves off the battlefield via the yellow map edges.
- The Covenant player gains 2 VP when destroying an Evac Ship, in addition to their BR.
- A player gains 1 VP for every BR of enemy Elements destroyed.

Victory Point Target
There is no Victory Points Target in this Scenario. The player with the most Victory Points at the end of the game is the winner.

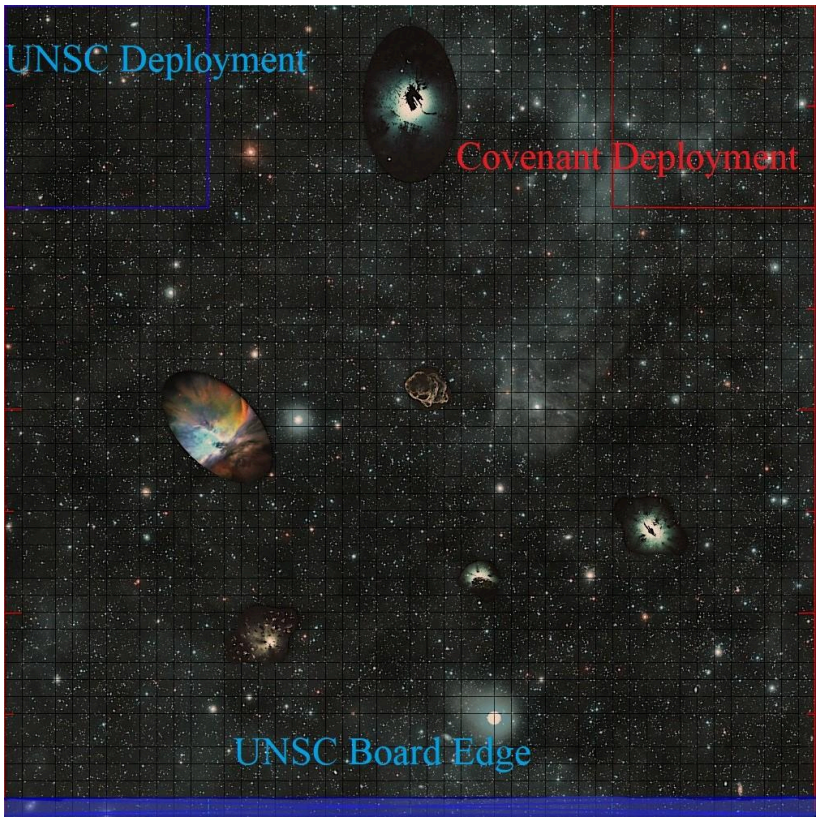
The Forces
Covenant Fleet MFV: All remaining Elements in Fleet Pool.

- Luminary Fleet
- Assault Fleet

UNSC Fleet MFV: All remaining Elements in Fleet Pool.

- Defense Fleet

Consequences
If the Covenant wins this scenario, some UNSC personnel are too terror-struck by the death of so many civilians that they are unable to fight effectively. For each Element, roll a Halo die. On a result of a Miss (Cross-Out) or Fail (Skull), that Element gains a Vulnerable token.



Scenario 9: Pillar of Autumn

Supreme Commander Thel 'Vadamee peered over the bright blue haze of the holo display, lit up by the holy beams of plasma glassing the surface of the human planet. They fought well, but now they fled. Curiously, just one ship seemed to be receiving every ounce of remaining support from the skeleton fleet remaining. Thel would pursue; Rho's fleet - or what was left of it - could round up the local stragglers; the fleeing ship required his full attention.

The humans are rushing… something off of the planet; no ship would launch this late into a planetary bombardment unless it contained something important. Catch up to the humans and turn their ships into slag before they can escape.

The Battlefield: 4' x 4'
Covenant Deployment: 12" x 12"
UNSC Deployment: 12" x 12"

Terrain
Terrain shown on Scenario Map is a suggested example. Actual terrain should be agreed upon by players or placed according to the random terrain rules found in the Ground Command rules book.

Deployment
Both players roll their 5 Order Dice. The player with the higher number of Command Icons can choose to deploy first or second. Elements Deployed must be placed inside the designated Deployment Zones. In the event of a draw, re-roll until a winner is determined. Players will alternate deployment, and any Wings created by a Battle Group are deployed within 8" of any Element from its parent Battle Group.

Maximum Turn Limit
This Scenario lasts until the Flagship Objective is either destroyed or off-board.

Objectives
The UNSC player is given a free Defended Halcyon Light Cruiser Element. It will be referred to as the "Flagship Objective." That Element has the following bonuses:

- +1 to each number of its Damage Track
- +1 to its Titanium Armor value
- Titanium Armor lasts until the Element has taken two damage tokens instead of only one
- It begins with one free Spartan Boarding Craft. This does not count against the Fleet Commander's Spartan cap.
- It begins with a free Cortana Heroic Character assigned to it if the UNSC player did not already purchase the Cortana Heroic Character for the Defense Fleet.

Victory Conditions

- The Covenant player wins if the Flagship Objective is destroyed.
- The UNSC player wins if the Flagship Objective leaves the battlefield via the highlighted map edge.

Victory Point Target
There is no VP target in this scenario.

The Forces

Covenant Fleet MFV: All remaining Elements in Fleet Pool.

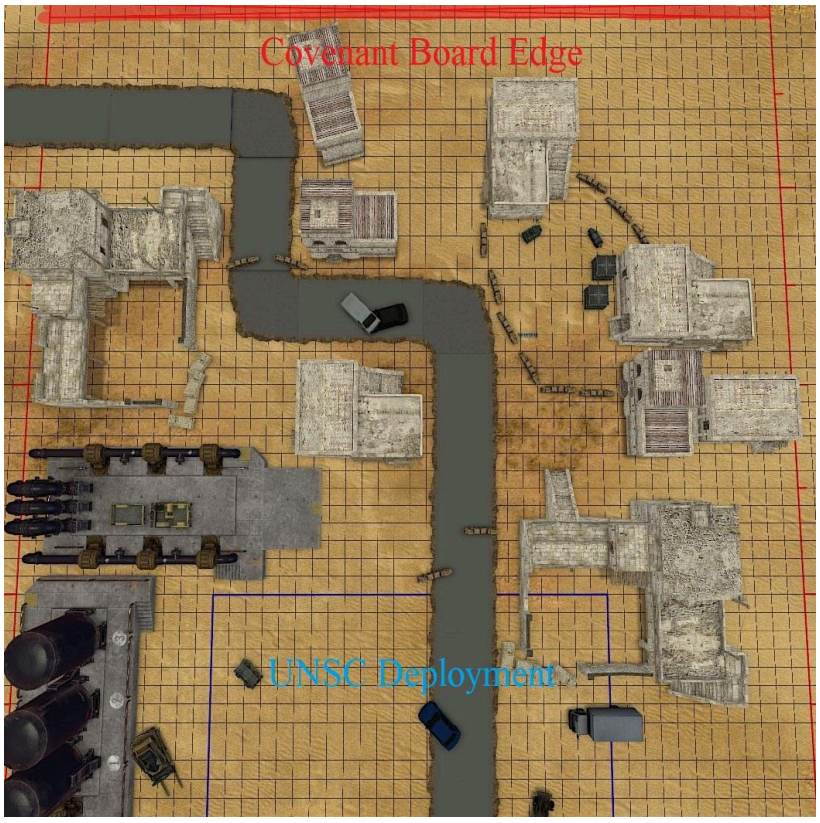
- Luminary Fleet
- Assault Fleet

UNSC Fleet MFV: All remaining Elements in Fleet Pool.

- Defense Fleet

Consequences

There are no further Consequences; the battle is over. Reach has fallen, but one Spartan still survives on her surface; continue to the Survive Ground Scenario.



Scenario 10: Survive

The humans were scattered. Thel jumped after the fleeing Pillar of Autumn in pursuit of the Construct that held the secrets of Relics that now lie under miles of ice and rock. The splintered remains of the Luminary Fleet lurked over Reach, glassing the surface and stomping out the last embers of UNSC resistance. The Covenant had already won; they would have their due.

On the surface of Reach, a lone Spartan-III stands against an oncoming storm of Covenant forces. His actions gave humanity its best hope for survival, but even so he will die and be returned to the planet he came from. Hold out as long as you can. Good Luck.

The Battlefield: 4' x 4'
Covenant Deployment: The Board Edge opposite of the UNSC Deployment Zone
UNSC Deployment: 24" x 12"

Terrain
Terrain shown on Scenario Map is a suggested example. Actual terrain should be agreed upon by players or placed according to the random terrain rules found in the Ground Command rules book.

Deployment
The UNSC player must deploy their forces in their deployment zone.

The Covenant Player follows the following Deployment rules:

- On the first Turn, they may Activate and deploy up to 100 points worth of Units onto the battlefield from their Board Edge, treating their movement as starting from the Board Edge.
- Every turn after the first, increase the point value by 50. For example, on the second Turn, the player may deploy up to 150 points worth of Units. On the third, they may deploy up to 200 points, and so on.
- These Units do not need to be in a Battle Group and do not need to be chosen before the Scenario begins; the player may simply choose to deploy what they wish.

Maximum Turn Limit
There is no maximum Turn limit. This Scenario lasts until all UNSC forces are destroyed.

Victory Conditions
The UNSC player cannot win this Scenario.

Victory Point Target

- The UNSC player gains 1 VP at the end of each Turn if the Spartan-III Element isn't destroyed.

The Forces
Covenant Ground Forces MFV: Unique; see Deployment.

UNSC Ground Forces:

- One Spartan-III Unit

Air Reserve is unavailable in this Scenario.

Consequences
The lone Spartan has fallen. Reach has been glassed. The war continues elsewhere.

OPTIONAL RULE - Abandoned Warzone
Each player rolls a Halo Dice for each Sector of the map and follows the instructions below.

- If an Exploding Success(2) is rolled on either dice, the player that rolled it may choose whether they place an Armored Element or Supply Point as they are detailed below, or neither.
- If a Success(1) is rolled on either dice, the player that rolled it MUST place a Supply Point in that Sector.
- If a Miss(Cross-Out) is rolled, nothing is placed.
- If a Fail (Skull) is rolled on either dice, the player that rolled it MUST choose and place an Armored Element that may be Hijacked in that Sector. The player chooses the Armored Element from their own faction. These Elements do not act, do not belong to either side, and may be Hijacked as normal (treat them as if they were empty vehicles).